



DRAFT / ROSTER POLICY

1) A NOTE ABOUT THE DRAFT PROCESS

The purpose of drafting teams is to ensure **fairness** in the league by creating teams that are as equal in ability as possible. The draft process allows for greater league parity by evenly distributing the better players in the league across all teams.

2) DRAFT ORDER AND METHOD

- a) The **Draft order** is determined by a random selection of numbers out of a hat. The numbers will correspond with the number of teams for that division. Each coach will select their own number from the hat.
- b) The **Draft method** will follow a "**Serpentine**" format where the order reverses itself at the end of each round, allowing for the coach with the last pick in the round to have the first pick in the following round.
- c) Drawn draft numbers are final and cannot be traded between coaches.
- d) Prior to the draft, practice time and team name will be determined. Practice time selection will first be offered to coaches coaching multiple teams.

3) COACHES AND THEIR CHILDREN

- a) Coaches will be allowed to have **Three Assistant Coaches for Tackle Football, Baseball, and Softball. Only Two Assistant Coaches for Basketball, Flag Football, Soccer, and Lacrosse.**

Assistant Coaches **MUST BE DECLARED** prior to the draft: **NO EXCEPTIONS.**

- b) The children of the Head Coach and their Assistant Coach will be automatically placed onto their given teams and into draft rounds agreed upon by **Mauldin Recreation Department**. Mauldin Recreation staff reserves the right to approve or determine proper placement for each child if deemed necessary.

- c) Coaches may be required to skip draft rounds depending on the placement of their children.
- d) There will **NOT** be special arrangements for extended family or friends.

4) REQUESTS

- a) Teammate requests for carpools or any other reason will no longer be accepted for this league.
- b) Siblings will automatically be placed on the same team. (Coaches will know that it will count as returning player pick)

5) HAT PICKS

- a) A "Hat Pick" is defined as a child who has not attended Player Evaluations. These players will be placed in a hat for random selection at anytime during the draft. "Hat Picks" will be randomly picked out of a hat by Coaches in their draft order.

6) TRADES

- a) Trades between teams for players of approximately equal ability will be allowed in the draft room only. Mauldin Recreation Department staff must approve all trades before they are finalized.
- b) Hat Pick players are not eligible to be traded. (Unless Mauldin Recreation Department Staff OK)
- c) Once the draft and proposed trades are declared finished, players may **NOT** be traded.
- e) All players that register after their tryout date will be placed on a team by Mauldin Recreation Department Staff. That player may not be traded. (This includes returning players to teams)

ALL Draft related questions or concerns must be expressed at the draft table for consideration. Protests will not be considered after the Draft has concluded.

ALL DRAFTS ARE FINAL.